

# MUSA Madison™ Official Kickball Rules

revised April 2006

## I. Field / Equipment / General.

### Field:

- All games shall be played on softball sized diamonds. Fields with or without outfield fences are acceptable.
- Bases will be approximately 60 - 65 feet apart.

### Equipment:

- All games shall be played with a 8.5 inch MUSA Big.Red.Ball. Official rubber kickball.
- **Metal spikes are not allowed! (PERIOD)**
- Any other types of cleats are allowed (i.e. softball, soccer).

### General:

#### Umping:

- Teams must furnish 2 umpires per game, as assigned on the current season schedule.
- **Consistent failure to not provide umpires will jeopardize future league participation.**
- Teams failing to supply umpires will be considered a **Red Flagged** team and be put under observation after one offense. Failure to provide umpers a second time during a given season will result in a “**Black listing**” and the team will not be able to participate in any future league play.
- This does not include tournament play, **MUSA** umpires will be provided for all tournament games.
- The umpire’s word is final and **not to be** disputed unless a blatant contradiction to the official rules has been committed.
- The Field Monitor has the right to over turn an umpire’s call if it is not within the parameters of the official MUSA Madison rules.
- Umpires and/or Field Monitors may eject players for unsportsmanlike behavior.
- Any occurrences which are not covered in the rules shall be settled by the Field Monitor and noted for later rule updates.
- **Players will remember we are all out here for fun! Dickheadedness will not be tolerated!**

## II. Number of participants

- Rosters may hold an **unlimited** number of people.
- A maximum of 11 players can be on the field for the fielding team.
- Teams must have at least two players of each gender, or a forfeit will be declared, and must also have the required minimum 7 players.
- A catcher is not necessary for teams with **less than** 9 players.
- All players on your roster, that are present, must kick in the line-up, unless player is injured.
- There is no boy/girl kicking order rule. Players can kick in any order and must retain the order throughout the entire game.
- Teams must have a minimum of 4 players of each sex.
- If a team does not have four females/males for a particular game, a “**ghost**” player shall be written into the kicking order and represents an automatic out for each female/male under the minimum.
- A team that is missing the required male/female minimum, must play short defensively, the number of missing player(s). (**Example:** 2 females + 10 males = team can only play, defensively, 2 females + 7 males).
- Teams with fewer than 7 players shall have a 10 minute grace period before a forfeit is declared.
- **Subs may be used at any time, so long as the opposing team is not opposed!!**

## III. Regulation games

- A regulation game shall consist of 8 innings or a time limit of 55 minutes. If a game starts late, it shall be played until 5 minutes before the next games starting time.
- The umpire or Field Monitor may call a game due to time; an inning may not reasonably be completed before the 55 minute time limit. As such, an inning cannot begin 50 minutes after the hour unless it is the last scheduled game for the night.
- A game is considered official once 5 full innings have been completed.
- Regular season games may end in ties. If time permits, Field Monitors may grant additional innings if both captains agree to play them. During the playoffs, the winner shall be determined by whoever wins the next full inning (both teams get at-kicks).
- In playoff and tournament situations, each team shall play short one fielder for each inning beyond 8, in boy, girl order. For example, a team in the 10<sup>th</sup> inning must take two male and one female off the field. This is for defense only; players can still kick in their respective slot in the line-up.
- Called games shall be played at a future date agreeable to both team captains at a site to be agreed upon. Any games not replayed shall be counted as a 0 – 0 tie in the standings.

- Home and Away team is determined by Rock, Paper, Scissors best two out of three attempts for every game.
- The “Away” team shall kick first.
- The “Home” shall kick second and gets last-at-kicks, in an inning.

#### IV. Pitching / Strikes vs. Balls / Fielding / Outs / Foul Balls / Overthrows

##### Pitching:

- A legal pitch must be underhand and no higher than knee level of the kicker upon crossing of home plate (see “ball” description below also).
- Pitches will be thrown in a civil manner, at a reasonable rate and **not excessively bouncy**. A guideline is pitching as though you are rolling it casually to a teammate. **Fast, sidearm, curveball or overhand pitching is not allowed.** Any pitch deemed by the ump or Field Monitor to be out of the context of a casual pitch and MUSA sportsmanship will result in a warning to the pitcher and be deemed a ball. The next infraction will result in the replacement of the pitcher. Umps in doubt, as to what is an allowable pitch should consult the MUSA Field Monitor, on duty, for assistance.
- Pitcher must pitch **from** or **behind** back rubber (**running up to the rubber is not allowed**).
- Once the ball is pitched the pitcher may advance no further than the first rubber or six feet from the back rubber, depending on field.
- Lateral movement by the pitcher is tolerated, as long as there is no encroachment.
- Whether a pitch is a ball or strike, based on bounciness, should be based **on the height of the last bounce before** it crosses home plate.
- Ball must bounce at least three times, **before** crossing or hitting home plate.
- Pitchers who repeatedly pitch for the “tee” may be replaced at the discretion of the Field Monitor or umpire.

##### Strikes:

- A “**strike**” consists of a ball that is rolled over **any** part of home plate, is below knee level of the kicker and bounces at least 3 times **before** reaching the plate.
- Any ball that is kicked into foul territory shall also be considered a “**strike**”.
- Making an attempt to kick the ball and then missing the ball, constitutes a “**strike**”, regardless if any contact was made to ball.
- Two “**strikes**” of any kind will result in an out.

##### Balls:

- A “**ball**” shall be called on anything that does not pass over home plate.
- Ball must bounce at least three times, **before** crossing or hitting home plate.
- A pitch must be no higher than knee level of the kicker or the result shall be a called “**ball**”.
- Three called “**balls**” shall result in the ball being placed on a tee **within two feet** from either side of home plate and must be placed behind the front plane of home plate..
- If the kicker kicks the ball foul off the tee, they are automatically called “**out**” regardless of number of called “**strikes**” they have against them.

##### Fielding:

###### Float versus no float rule:

- For female kickers, defensive infielders may not encroach past the 1<sup>st</sup> to 2<sup>nd</sup> and 2<sup>nd</sup> to 3<sup>rd</sup> base paths, until the ball is kicked (**no float**).
- For male kickers, fielders may encroach up to the boundary of the “**Forbidden Zone**”, defined as the midpoint from home to 1<sup>st</sup> and from home to 3<sup>rd</sup> base (to be marked with cones or field chalk) and said midpoints to the pitchers mound (**float**).
- Pitcher can only advance as previously stated in the rule above (see Pitching).
- Encroachment into the “**Forbidden Zone**” or past the baseline restriction for female kickers results in a “**no play**” with a called ball to the kicker.
- Continued disregard of this rule will result in the kicker automatically getting put on first base and all other base runners advancing one base, if forced to do so.

##### Outs:

- The kicking team gets **3** outs per inning. An out results due to the following:
  - Two strikes
  - A ball caught on the fly
  - Base runner is forced out
  - Base runner is hit with ball while not on base.
  - The kicker is hit with the ball after making contact with it while he/she is in fair territory.  
If they are in foul territory when struck by the ball then a foul ball shall be called.
  - See ghost batter rule above (under Number of participants).

### In-Field pop-ups:

- As even the most innocent looking pop-ups are potential hits in kickball, **there is NO infield fly rule.** Due to some abuses of this in the past, there will be a **“No Cheese”** rule for situations where a fielder is judged to have intentionally allowed the ball to drop to turn a double play. (For example, team A has a runner on first. The kicker from team A kicks the ball in the air to the first baseperson on team B. The runner on team A stays on first, while the kicker runs to first. The first baseperson intentionally [and these are generally obvious] muffs the pop fly, tags the waiting runner and tags the base). As this is contrary to fair sportsmanship **MUSA** promotes, the tactic will be deemed **“Cheesy”** and the runner and kicker will be deemed safe.

### Force out situations:

- Only in **force out** situations will runs not count in third out situations (see next bullet).
- A **force out** constitutes a defensive player touching the base where forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base. **Tagging or throwing at the player does not constitute a force play.**

### Foul balls:

- A foul ball that is caught counts as an out, but is a dead play for the offense, meaning runners may not advance or tag-up.
- If a ball is touched in fair territory, it is fair, regardless of other factors, i.e. foot placement of the fielder.
- **Fair vs. foul:** it is where the ball was determined to be at, by the umpire, in regards to the plain of the foul line, not where the defensive players positioning is (i.e. foot placement).

### Overthrows:

- **One base on an overthrow, that goes out of play!!**
- An overthrow constitutes a ball that is thrown or kicked **“out of play”** from within the infield to the intended base or target.
- If the ball bounces off of a target and stays within the stated boundaries the play is still live, if not the third out. Runners may advance at their own risk.
- Boundaries are defined as past the bench line extended or fence / fence line.
- Because fields can have different types of layouts the Field Monitors will define boundaries on given fields and let the captains know where the said boundaries are.
- Anything thrown or kicked, from the outfield is a live ball.
- If a player is past ½ way to the next base, they are awarded that base plus another one, on the overthrow. Play is considered dead at this time.
- A ball thrown past the base that remains in the set boundaries remains a live ball and runners may advance at their own risk.

## V. Kicking / Running

### Kicking:

- The kicker must kick the ball behind home plate. Meaning, the kickers **planted foot** must be behind the front edge of home plate prior to kicking it. See Advantage Rule below.
- **“Advantage Rule”**...if a kicker kicks the ball before it crosses home plate, the play is played out. If the play results in an OUT, the outcome of the play will stand. If the result is SAFE, then the play will be deemed a strike and the kicker will either get a second chance or be called out if they had one strike against them already.
- **Bunting is allowed**, by male and female players, but is frowned upon when males execute one. You are then subject to ridicule and taunting by opposing and fellow team members.
- Bunting **of any kind** (by male or female) may not be executed by a team that is up by 10 or more runs. If this happens the result will be an automatic out.

### Running:

- Runners must stay in a respective base path or they will automatically be called **out**.
- Infield base runners cannot advance until the ball is kicked.
- Defensive fielders impeding with the offensive runners' path to the base, shall result in the runner being awarded the base they are attempting to run to.
- Leading off and stealing are **not allowed**. Leading off/leaving early will result in a do-over.
- **Sliding is legal**. But, please do so with caution, keeping fielders and your safety in mind.
- Runners can tag-up, at their own risk, once **first contact** is made by the defensive player, even if the “initial ball touching” defensive player does not catch the ball.
- After first contact, on a fly ball **that is caught**, the runner must tag up before advancing to the next base. Failure to tag up before advancing results in an out if the runner is tagged or the ball is thrown to the previous base prior to them getting back.
- If any offensive runner **passes** a teammate that is running the bases ahead of them, the **“passing”** offensive player, will be called out.

- Balls throw at the base runner must be below the head. Any **head shot** incurred while the runner is in an **upright running position** results in advancement to the base they were running to.
- Any intentional hitting of the ball with the head by a runner will result in an out.
- If runner slides, jumps or ducts to avoid a ball, this **does not** count as a head shot and runner will be “safe” or “out” depending on umpires call of the play.
- If a ball, that is kicked by the person up to kick, hits the them or any base runner that is not on a base and is in fair territory, the kicker or said base runner is **out**.
- If the kicker or base runner is in foul territory, when struck by the ball, it is a **foul ball**.
- Intentionally kicking the ball out of play while running, by the kicker or base runner (offensive team), results in a dead ball. Said kicker or runner shall be called **out**.
- Pinch runners are allowed for injured players **only**, but the kicker must make it to 1<sup>st</sup> base before said pinch runner can run for them. The runner will be the player that made the last out, of the same sex, on the offensive team.
- Injured kickers that cannot kick in their respective place in the line-up are not allowed a pinch kicker and are not allowed back into the game once they miss their turn due to an injury. Meaning they **cannot** play in any defensive position on the field.
- Once **the pitcher** has control of the ball near or around the pitchers mound and all action has reasonably ceased, he/she can call “**TIME**”. All play is considered dead and no base runners can advance, nor can the defense make a play once “**TIME**” is called.
- Each team may have base coaches at first and third bases.

## VI. Mercy Rule

- Teams may opt to ‘submit’ if down 15 runs or more after 5 complete innings of play.

## VII. Standings / Scoring

- A win shall count as two points, a tie as one and losses as zero.
- **Forfeit:** teams forfeiting games will receive a loss in the standings and receive 0 **Runs For** and 8 **Runs Against** in the respective standings columns.
- Team receiving forfeit will get 8 **Runs For** and 0 **Runs Against** in the standings. This equals one run per inning that would have been played.
- Seeding for any tournament is based on overall record first.
- Standings tie breakers are as follows:

Head to head

Runs against (Runs against per inning average, if teams have same number of losses, but different number of wins)

Runs For

Team Home Runs

Coin toss



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